18→19

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MY PARALLEL UNIVERSE

2 My work as a generalist: a shadow system of philosophy, which I call General Schematics, and proposed new systematics for the social sciences around several new models (especially what I call structural strategics and the theory of biostatus). There is no room for these here. Only fragments exist, amongst transclusive hypertext.

1 My chosen medium of writing: TRANSCLUSIVE HYPERTEXT AND TRANSCLUSIVE HYPERMEDIA. It is a supreme outrage in my world-view that transclusive hypermedia and transclusive hypertext-- transmedia-- are not yet functional, despite a long history of effort by myself and others. Paradigm fights are tough. So all my work hyps – loud notes:

3 **The unacknowledged Third Paradigm of Computerdom.** •NO BASIS FOR DISCUSSION till now.

THE PARADIGM PROBLEM: SIMPLE THINGS CAN BE VERY HARD TO EXPLAIN, especially if they do not map well to the previous point of view. Consider these aspects of my computer views:

~~"forced structures"~~ ~~"hierarchy"~~ ~~"files"~~ ~~"embedded codes"~~ ~~"metaphors"~~ ~~"paper simulation"~~ ~~"computer basics"~~ ~~"applications"~~ ~~"interfaces"~~ ~~"word processing"~~

No doubt this seems like rarity.

This is how we may recognize a paradigm boundary: mutual incomprehensibility of basic ideas. And this is an important reason for a new paradigm to use new terminology: so that the new idea be not confused with old ones, despite misleading similarities.

MY DYADS of Representation/Presentation--
- My religion: HUMAN UNDERSTANDING / HUMAN CREATIVITY
- Boyhood concerns: LITERATURE / MOVIES
- My college concerns: PHILOSOPHY (g'lized representation of ideas) / MOVIES (g'lized presentation of ideas)
- My career conflict: ACADEMIA / SHOWBIZ

THE RESULTING STEREO VISION OF 1960:
- Computer deals with ARBITRARY ABSTRACTIONS / Computer as the new PRESENTATION MACHINE!

Therefore, WHAT WERE THE RIGHT ABSTRACTIONS?
- Generalized Data Structure (xanalogical) / Generalized "interface"
- GENERALIZED LITERATURE / GENERALIZED MOVIES

--to be **UNITED IN A SINGLE UNIFIED TRANSMEDIA SYSTEM.** OF UNIVERSAL TRANSMEDIA.

The 1960 Vision (CLOCK DIAGRAM)

I STILL BELIEVE IN THIS COMPLETE SYSTEM.

MY TIMETABLE --

VIRTUALITY (the film model-- but NB architecture, cars, videogames)

LITERATURE •df of lit •df of doct •WHAT LASTS •the two-god system

XANALOGICAL STRUCTURE: elements, links, transclusions

ZIPPER LISTS: CHUNK xanalogical structure

users
USES OF ZIPPER LISTS:
Keeping track of things
(personal & corp.list management)

Version differences in overview

Note that zip editing has no "wastebasket"-- the parts you don't keep are

typical Z.List implementation (Sapporo HyperLab)

Virtual objects, pools of chunks

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Fine-grain xanalogical structure: 88.1 and XOC servers

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Xu as TRUE STRUCTURE OF DATA

xxx

MY PARALLEL UNIVERSE

MY WORK IN GENERAL:

forced structures hierarchy "files" embedded codes "metaphors" paper simulation "computer basics" "applications" "interfaces" "word processing"

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PARADIGM STUFF: SIMPLE THINGS CAN BE VERY HARD TO EXPLAIN, especially if they do not map well to the previous point of view. (This is how we may recognize a paradigm boundary: mutual incomprehensibility of basic ideas.) And this is an important reason to use new terminology: so that the new idea be not confused with old ones, despite misleading similarities. ~~How etc~~

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96 → 97

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MY PARALLEL UNIVERSE

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my religion • my career conflict • stereo

human understanding/human creativity : representation/presentation : academia/showbiz : data structure/"interface" : LITERATURE/MOVIES -- led to STEREO VIEW, 1960

human understanding academia generalized LITERATURE generalized data structure

human creativity showbiz generalized MOVIES generalized "interface"

MY DYADS:

My religion: HUMAN UNDERSTANDING/HUMAN CREATIVITY
Boyhood concerns: LITERATURE AND MOVIES
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Computer deals WITH ARBITRARY ABSTRACTIONS!/Computer as the new PRESENTATION MACHINE!

Therefore, WHAT WERE THE RIGHT ABSTRACTIONS?

Generalized Data Structure (xanalogical)/Generalized "interface"

REP PREZ
GENERALIZED LIT / GENERALIZED MOVIES

1960 vision: CLOCK DIAGRAM

MY TIMETABLE --

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LITERATURE •df of lit •df of doct •WHAT LASTS •the two-god system

The 1960 vision
1960: The transmedia vision •THE CLOCK DIAGRAM

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MY PARALLEL UNIVERSE

the Forbidden Stuff •interf •hier •files •metaphors •applications •wordprox •embedded codes •forced structures

The unacknowledged Third Paradigm of Computerdom •NO BASIS FOR DISCUSSION till now

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my religion • my career conflict • stereo

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MY PARALLEL UNIVERSE

BASICALLY DIFFERENT MODEL •unacknowledged •NO BASIS FOR DISCUSSION
Nasty experience at PARC (1972?)-- being followed from room to room by a guy saying, "I pity you!"

my religion • my career conflict • stereo
human understanding/human creativity : representation/presentation : academia/showbiz : data structure/"interface" : LITERATURE/MOVIES -- led to STEREO VIEW, 1960

MY TIMETABLE -- the Forbidden Stuff •interf •hier •files •metaphors •appplications •wordprox •embedded codes •forced structures

The 1960 vision
1960: The transmedia vision •THE CLOCK DIAGRAM

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mpu d3 → 14

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~~no repository as yet~~

RELIGION: human cr. & understanding → rep / pres → showbiz / academia → lsx / "interface" → LIT / movies → univ. trans

BASICALLY DIFFERENT MODEL •unacknowledged . MY TIMETABLE. 00000 e

1960

The transmedia vision •THE CLOCK DIAGRAM

LOCKED MEDIUM

2D CHASSIS LINE

VIRTUALITY (the film model-- but NB architecture, cars, videogames)

LITERATURE •df of lit •df of doct •WHAT LASTS •the two-god system

PARALLEL STRUCTURES

XANALOGICAL STRUCTURE · links/TCL

Chunk Xanalogical Structure: ZIPPER LISTS typical implementation (sapphire hypertrits

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XU as TRUE STRUX OF DATA

mpu.d2 → d3

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d3

mpu 1|→1|2

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95.6.12

MYPARALLEL UNIVERSE

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Editor, WIRED magazine:

"When handed a lemon, make lemonade" is a good motto, but "If it's yellow, make lemonade" is not. What then is the reader to make of this yellow journalism by Gary Wolf? Evocatively written and cunningly constructed, the piece claims to be the final obituary of Project Xanadu; but some might imagine that it was intended to harm the reputations of all the Xanadu veterans and alumni (some fifty of us), and particularly my own, charging falsely (amidst a fusillade of personal slurs) that my early work on media design and hypertext were based on technical "ignorance" and "fantasy."